

IN THE CLAIMS

1. (Original) A system comprising:

a plurality of casino games located in a gaming establishment wherein at least some of the games include a reader component adapted to detect a RFID tag in proximity to the reader component and read data from the RFID tag, wherein the RFID tag is carried by an individual in the gaming establishment; and

an information system including software operable on the system to record information concerning the movement and activities of an individual in a gaming establishment as determined from reading the RFID tag carried by the individual in the gaming establishment.

2. (Original) A system according to claim 1 further including a data transmission system connecting the reader component to the information system and wherein the transmission system comprises physical connectors connecting the information system to the reader components.

3. (Original) A system according to claim 1 further including a data transmission system connecting the reader component to the information system and wherein the transmission system comprises RF transmission components passing data between the reader components and the information system using radio frequency transmissions.

4. (Original) A system according to claim 1 wherein the reader component is an antenna.

5. (Original) A system according to claim 4 further wherein the reader component includes a reader unit receiving input from the antenna.

6. (Original) A system according to claim 5 further wherein the reader unit is located in the casino game.

7. (Original) A system according to claim 5 further wherein the reader unit is located outside of the casino game.

8. (Original) A system according to claim 4 further including a reader unit receiving input from a plurality of antennas wherein the antennas are located in two or more different casino games.

9. – 43. (Canceled)

44. (Currently Amended) A system comprising:
a plurality of casino games located in gaming establishment wherein at least some of the games include a reader component that detects a RFID tag in proximity to the reader component;
at least some of the games carrying RFID tags;
wherein the reader component receives information from a RFID tag in the gaming establishment; and
an information system including software operable on the system to record information concerning the location of a game in a gaming establishment as determined from reading a RFID tag carried by one of the casino games.

45. – 58. (Canceled)

59. (Original) A system comprising:
a plurality of casino games located in a gaming establishment having one or more reader components positioned therein, wherein the reader components are adapted to detect a RFID tag in proximity to the reader component and read data from the RFID tag, wherein the RFID tag is carried by an individual in the gaming establishment; and
an information system including software operable on the system to record information concerning the movement and activities of an individual in a gaming establishment as determined from reading the RFID tag carried by the individual in the gaming establishment.

60. (Original) A system according to claim 59 wherein the reader component is an antenna.

61. (Original) A system according to claim 60 further wherein the reader component includes a reader unit receiving input from the antenna.

62. (Original) A system according to claim 59 further wherein the reader unit is located in the casino game.

63. (Original) A system according to claim 59 further including a reader unit receiving input from a plurality of antennas wherein the antennas are located in two or more different locations.

64. – 78. (Canceled)

79. (Currently Amended) A system comprising:

a plurality of casino games located in gaming establishment wherein the establishment includes a plurality of reader components that detect a RFID tag in proximity to the reader component;

at least some of the games carrying RFID tags;

wherein the reader component receives information from a RFID tag in the gaming establishment; and

an information system including software operable on the system to record information concerning the location of a game in a gaming establishment as determined from reading a RFID tag carried by one of the casino games.

80. – 81. (Canceled)

82. (New) A method comprising:

detecting an RFID tag in proximity to a reader component of a plurality of reader components in a gaming establishment having a plurality of casino games therein, wherein the RFID tag is carried by an individual in the gaming establishment

reading data from the RFID tag;; and

recording information concerning the movement or activities of the individual in the gaming establishment as determined from reading the RFID tag carried by the individual in the gaming establishment.

83. (New) The method of claim 82, wherein recording information concerning the movement or activities of the individual includes recording the individual's game playing history by determining the proximity to a casino game of the RFID tag carried by the individual.

84. (New) The method of claim 82, further comprising detecting an RFID tag in proximity to a casino game whether or not the individual plays the casino game.

85. (New) The method of claim 82, wherein the RFID tag is mounted in a token or card an individual uses in connection with playing a casino game.

86. (New) A computer-readable medium having computer executable instructions for causing one or more processors to perform a method, the method comprising:

detecting an RFID tag in proximity to a reader component of a plurality of reader components in a gaming establishment having a plurality of casino games therein, wherein the RFID tag is carried by an individual in the gaming establishment

reading data from the RFID tag;; and

recording information concerning the movement or activities of the individual in the gaming establishment as determined from reading the RFID tag carried by the individual in the gaming establishment.

87. (New) The computer-readable medium of claim 86, wherein recording information concerning the movement or activities of the individual includes recording the individual's game playing history by determining the proximity to a casino game of the RFID tag carried by the individual.

88. (New) The computer-readable medium of claim 86, wherein the method further comprises detecting an RFID tag in proximity to a casino game whether or not the individual plays the casino game.

89. (New) The computer-readable medium of claim 86, wherein the RFID tag is mounted in a token or card an individual uses in connection with playing a casino game.